

Eject

Level Required 1

Make a Piloting Check. If the roll is 10 or higher, your Pilot survives the destruction of your Mech. Add the following bonuses/penalties to the roll:

Mech in Water or Clear Terrain	+2
Mech in Woods or Building	-2
Mech Prone	-5
Pilot Unconscious	-3
Per Damage on Pilot	-1
Movement Round Ejection	+5

Other Modifiers may apply.

Push

Level Required 2

REQUIREMENT You Mech must have at least one Hand. You cannot attack with any weapon on the arm you pushed with.

Make a Punch attack, but on a hit it does no damage to the target. Instead, the target must make a Prone check in the Clean-up Phase, with an additional -2 penalty. If you push with both hands, the penalty increases to an additional -4.

Light Charge

Level Required 5

REQUIREMENT You Mech must have undamaged hips.

When you make a melee attack roll, you may take a penalty equal to your defense movement modifier on your attack roll and gain a bonus to the first die rolled of each melee attack that round equal to that penalty. If you hit or miss, you must make a prone check in the Clean-up phase; if you hit at least once, the target must also make a prone check.

Death from Above

Level Required 8

REQUIREMENT You must end your movement phase 2 elevations above your target, or be adjacent with 2 unused Jump Jets. You must have one working Foot.

Make a Kick attack against your target.

Use a standard hit table, but count leg hits as similar Torso hits. For each elevation above your target, add 1d6 to your damage roll against the target, and damage that leg as much. If you have 2 feet, you can make 2 attacks. You both need to make a prone roll during the Clean-up phase.

Ram

Level Required 11

REQUIREMENT You Mech must have undamaged hips. You cannot fire any weapons mounted on your Torsos.

Make a Melee attack against an adjacent Mech with a penalty equal to your defensive movement modifier. If you hit, your Mech and the target take 1d6 damage per penalty point; leg hits are relocated to appropriate torso. During the Clean-up Phase, you and the target must make a piloting check with an additional penalty equal to your defensive movement modifier.

Trample

Level Required 14

REQUIREMENT You Mech must have undamaged hips and at least one foot. You cannot fire leg weapons if Trampling.

Make a kick attack against an adjacent Infantry unit. You gain a bonus to damage equal to your Tonnage divided by 10 (rounded down). If you have two feet, you can attack with both feet on the target or two adjacent targets.

Heavy Charge

Level Required 17

REQUIREMENT You Mech must have undamaged hips.

When you make a melee attack roll, you may take a penalty equal to the number of hexes you moved this round and gain a bonus to damage to the first die rolled of each melee attack that round equal to that penalty. If you hit or miss, you must make a prone check in the Clean-up phase; if you hit at least once, the target must also make a prone check.

Rocket Melee

Level Required 21

REQUIREMENT You Mech must have an unused Jump Jet in an Arm or Leg, and the Shoulder or Hip must be undamaged.

When you make a Melee attack, you may expend the Jump Jet before the attack is rolled to do an extra 1d6 damage on the attack if it hits. If it hits, the target must also make a Prone check during the Clean-up Phase, or an added penalty of one if the attack already generated a Prone check.

Quick Trample

Level Required 24

REQUIREMENT You Mech must have undamaged hips and at least one foot.

If you moved through an enemy Infantry Unit during your movement phase, you can damage it as though you had made a kick attack against it, with a damage bonus equal to your tonnage divided by 10 (rounded down). If you have two feet, you can attack with both feet against a single target or one foot against two separate targets. You can still make kick attacks as normal.